

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A collaborative graphical viewing ~~[[systems,]]~~ system, comprising:

a markup module which allows graphical markup items to be created and associated with a camera position, said markup module comprising a store utility which stores said created graphical markup items and associated camera position in persistent storage.

2. (Original) A collaborative graphical viewing system in accordance with claim 1, wherein:

said markup module comprises a load utility which loads said stored graphical markup items and associated camera position from persistent storage into a viewing area.

3. (Cancelled)

4. (Cancelled)

5. (Original) A collaborative graphical viewing system in accordance with claim 1, wherein:

said store utility allows said created graphical markup items and associated camera position to be stored in local persistent storage.

6. (Original) A collaborative graphical viewing system in accordance with claim 1, wherein:

said store utility allows said created graphical markup items and associated camera position to be stored in said persistent storage via a database management system.

7. (Original) A method for maintaining persistence of graphical markup items in a collaborative graphics environment, comprising:

associating graphical markup items created by a user to a camera position, said camera position corresponding to a view of a model loaded into a viewing area; and

storing positioning information describing said camera position and said associated graphical markup items in persistent storage.

8. (Original) A method in accordance with claim 7, comprising:
loading said stored graphical markup items associated with said camera position into said viewing area.

9. (Original) A method in accordance with claim 7, comprising:
connecting a plurality of users to said collaborative graphics environment; and
displaying said loaded graphical markup items in said viewing area of each of said connected users.

10. (Original) A method in accordance with claim 9, wherein said storing step comprises:
storing said created graphical markup items and associated camera position in a saved collaboration session in said persistent storage.

11. (Original) A method in accordance with claim 7, wherein said storing step comprises:
storing said created graphical markup items and associated camera position in local persistent storage.

12. (Original) A method in accordance with claim 7, wherein said storing step comprises:
storing said created graphical markup items and associated camera position in said persistent storage via a database management system.

13. (Original) A computer readable storage medium tangibly embodying program instructions implementing a method for maintaining persistence of graphical markup items in a collaborative graphics environment, the method comprising the steps of:
associating graphical markup items created by a user to a camera position, said camera position corresponding to a view of a model loaded into a viewing area; and
storing positioning information describing said camera position and said associated graphical markup items in persistent storage.

14. (Original) A computer readable storage medium in accordance with claim 13, the method comprising:

loading said stored graphical markup items associated with said camera position into said viewing area.

15. (Original) A computer readable storage medium in accordance with claim 13, the method comprising:

connecting a plurality of users to said collaborative graphics environment; and
displaying said loaded graphical markup items in said viewing area of each of said connected users.

16. (Original) A computer readable storage medium in accordance with claim 15, the method comprising:

storing said created graphical markup items and associated camera position in a saved collaboration session in said persistent storage.

17. (Original) A computer readable storage medium in accordance with claim 13, the method comprising:

storing said created graphical markup items and associated camera position in local persistent storage.

18. (Original) A computer readable storage medium in accordance with claim 13, the method comprising:

storing said created graphical markup items and associated camera position in said persistent storage via a database management system.

19. (Previously Presented) A system comprising:
a computer aided design (CAD) engine for rendering views of a three dimensional model of an object under design according to a camera position that defines a viewer's perspective relative to said object in three dimensions; and
a collaboration module for creating a user defined annotation of said three dimensional model to be displayed for a single predefined camera position, wherein said collaboration module stores said user defined annotation and said single predefined camera position such that, when said three dimensional model is subsequently viewed according to said single predefined camera position, said user defined annotation is displayed.

20. (Previously Presented) The system of claim 19 wherein said collaboration modules is further operable to cause a plurality of graphical viewer applications to simultaneously present a view of said three dimensional model according to said single predefined camera position.

21. (Previously Presented) The system of claim 20 wherein said collaboration module identifies said single predefined camera position to users of said plurality of graphical viewer applications, wherein selection of said single predefined camera position by one of said users causes presentation of said three dimensional model according to said single predefined camera position and of said user defined annotation.

22. (Previously Presented) The system of claim 19 wherein said collaboration module causes said user defined annotation to cease being presented when said three dimensional model is viewed from a camera position other than said single predefined camera position.

23. (Previously Presented) The system of claim 19 wherein said user defined annotation comprises text information.

24. (Previously Presented) The system of claim 19 wherein said user defined annotation comprises graphical elements.

25. (Previously Presented) A method comprising:
generating a first view of a three dimensional model by a computer aided design (CAD) application for display according to a predefined camera position;
receiving an annotation of said three dimensional model from a user;
storing said received annotation and said predefined camera position;
receiving a request to display of a second view of said three dimensional model according to a requested camera position;
generating said second view of said three dimensional model by said CAD application for display according to said requested camera position; and
only when said requested camera position matches said predefined camera position, displaying said annotation.

26. (Previously Presented) The method of claim 25 wherein said storing said received annotation is performed by a collaboration software module operating on a server system.

27. (Previously Presented) The method of claim 25 further comprising:
establishing a collaboration session between a plurality of distributed graphical viewer applications, wherein said plurality of distributed graphical viewer applications are operable to simultaneously display views of said three dimensional model and to simultaneously display said annotation when said requested camera position matches said predefined camera position.

28. (Previously Presented) The method of claim 27 further comprising:
ending said collaboration session, wherein performance of said receiving a request to display a second view, said generating said second view, and said displaying said annotation occurs in a subsequent collaboration session.

29. (Previously Presented) The method of claim 27 wherein said plurality of distributed graphical viewer applications provide a user interface that identifies said predefined camera position, wherein said user interface generates a request to display a view of said three dimensional model according to said predefined camera position in response to input from a user.

30. (Previously Presented) The method of claim 25 wherein said annotation comprises text information.

31. (Previously Presented) The method of claim 25 wherein said annotation comprises graphical elements.